14   ABSTRACT OF THE DISCLOSURE

15   Each of game machines sends result information indicating

16   an individual ID and play result to a server. The server has

17   a common ID control file and an individual game control file,

18   which store common points, a common ID and an individual ID,

19   associated with each other. A CPU converts the result information

20   into common points, and allows the converted common points to

21   be reflected in the common points in the common ID control file

22   corresponding to the individual ID.

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